## Versionures

# open development in the enterprise

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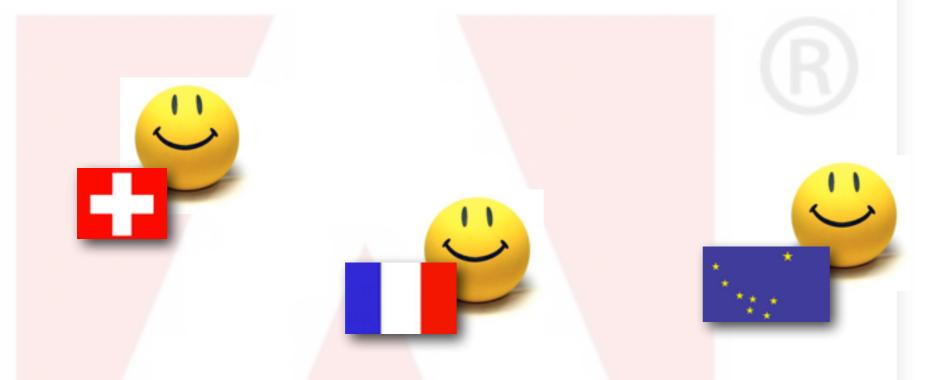
Principal Scientist, Adobe Basel Apache Software Foundation Member and Director

September 2016 slides revision 2016-09-07





# can distributed teams WOrk?





Multiple cultures, timezones, mother tongues, habits.

Recipe for failure?



#### Inspired by Open Source...



http://s.apache.org/maturity-model
The Apache Project Maturity Model

#### II LINUX FOUNDATION



code: shared





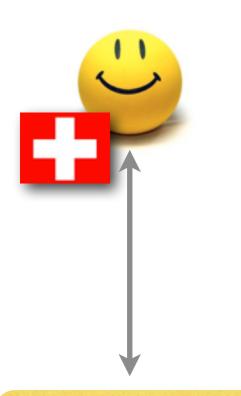


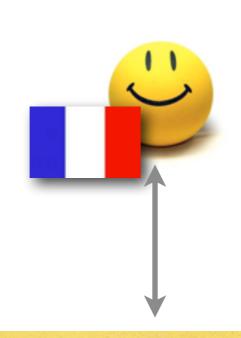
Semi-chaotic, multicultural, multi-timezone distributed teams that work.

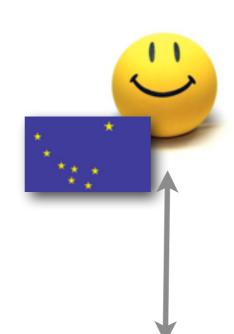
tasks:



#### The Bus



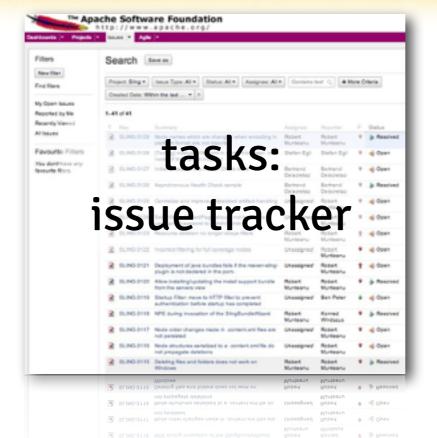




Talk to the project!
Speak in URLs!
Work on tickets!
Not on list? didn't happen.

#### "centralized open collaboration bus"







#### Open Developer @ Adobe Manifesto



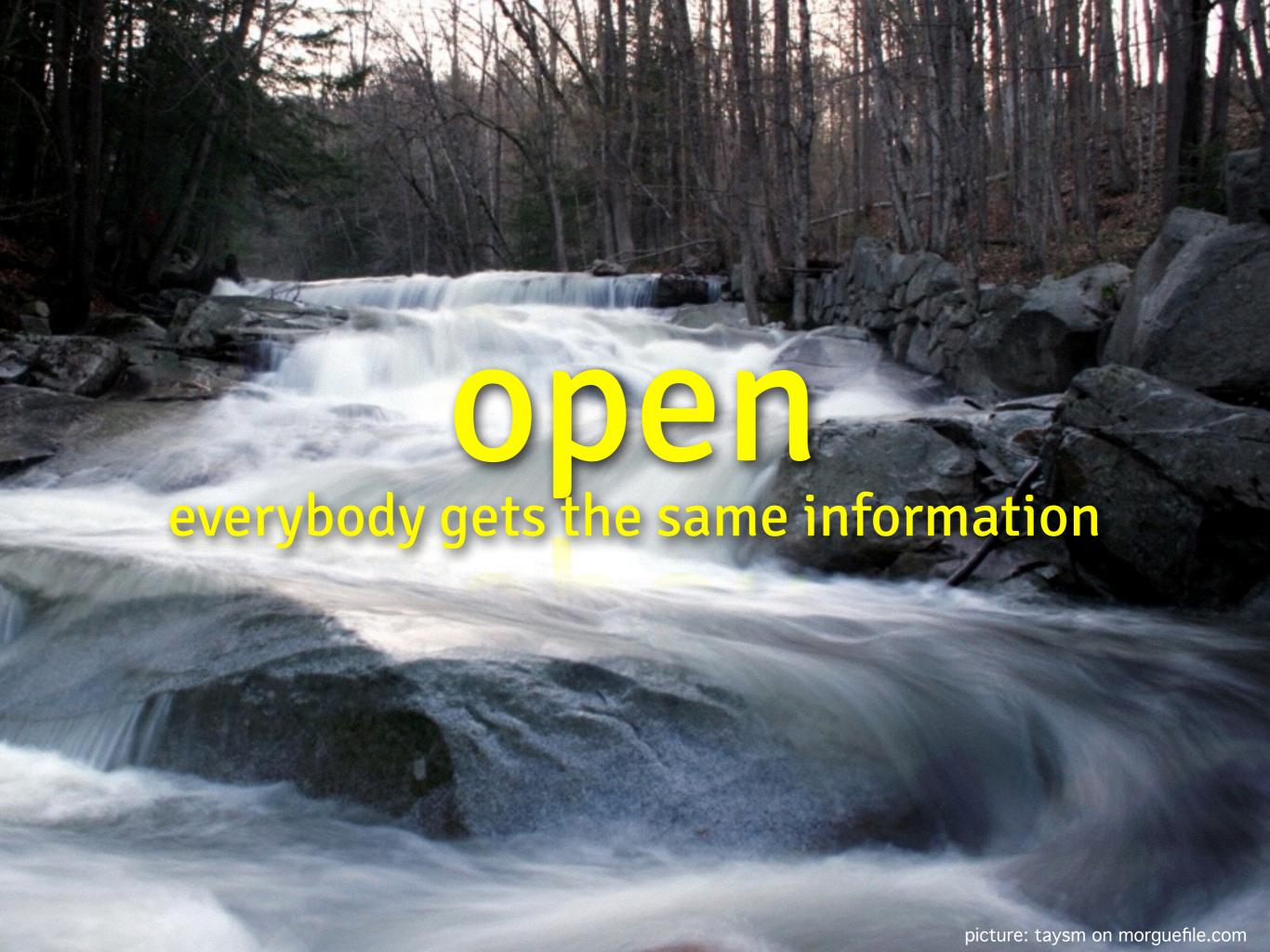
I love writing software that people actually use and find useful, fun and reliable.

I work in an **open way**, commit early and often so **that others can see** what I'm doing while that evolves, and discuss things on our project's mailing lists instead of using 1-to-1 email.

I'm not afraid of others respectfully challenging my technical decisions and/or my code. Nobody's perfect, and I'm learning a lot from our ongoing, open and informal peer reviews.

I'm used to living with my code for several years after I write it - any technical debt will usually be on me.

I thrive for very high quality in my code and in our products, and won't be shy to (respectfully) express my disagreement if something puts that at risk.





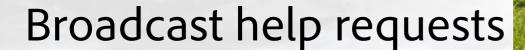


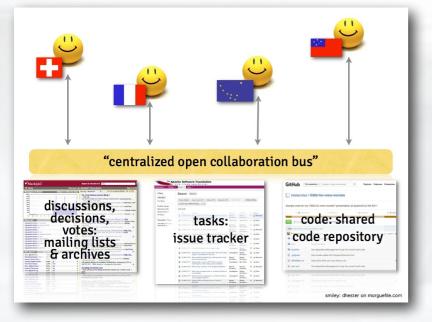
Shared vision

## Impact...

PILGRIM'S PROGRESS

Real-time status updates





Searchable archives

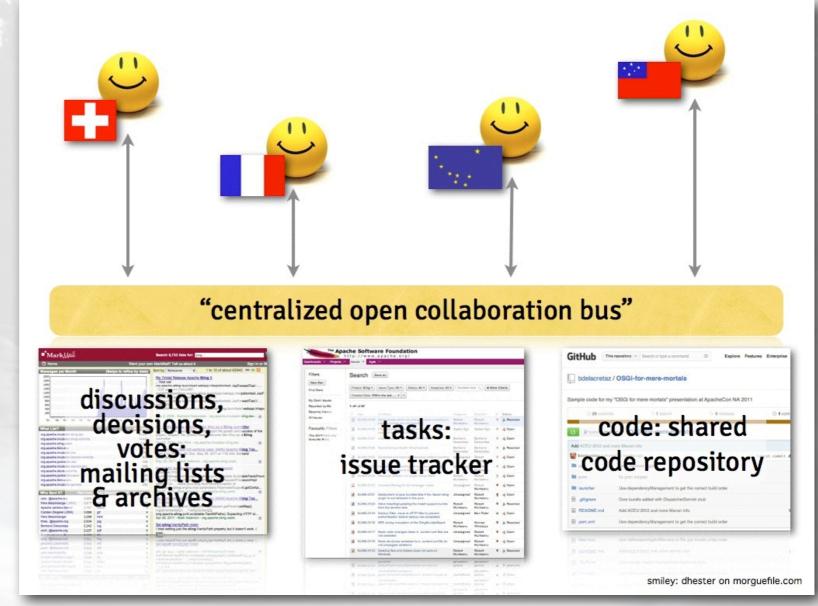
pictures from morguefile.com http://morguefile.com/license/morguefile/

### In summary...









this works!

reading list: https://pinboard.in/u:bdelacretaz/t:opendevelopment/

